

the golden palace (GOLDEN PALACE) are arranged like checkers and displayed on the lower liquid crystal display 4 as shown in FIG. 19.

[0106] At this point, the treasure box arranged like checkers and displayed on the lower liquid crystal display 4 is arranged in each of the checkers formed in the display sheet 101 shown in FIG. 7, the display sheet 101 being stored in the work RAM 84. However, right after the player touches the touch button area 115 by the finger, the treasure boxes displayed on the lower liquid crystal display 4 are only the treasure boxes arranged within the lower liquid crystal display window 4W as shown in FIG. 13. Here, based on that the player traces the scroll bar 122 for rightward and leftward direction or the scroll bar 123 for upward and downward directions displayed on the lower liquid crystal display 4 by the finger, the lower liquid crystal display window 4W can be moved along the direction traced. Therefore, by utilizing the scroll bar 122 for rightward and leftward directions or the scroll bar 123 for upward and downward directions, any of the treasure boxes arranged in the display sheet 101 can be displayed on the lower liquid crystal display 4.

[0107] And any one of payouts (“100”, “50”, “30”, “20”, “10” and “skull mark” (termination of the bonus game)) shown in FIG. 12 is allotted to each of the treasure boxes arranged in the checkers of the display sheet 101 by the lottery, and based on that the player touches any one of the treasure boxes displayed on the lower liquid crystal display 4 by the finger, one of the treasure boxes displayed on the lower liquid crystal display 4 is selected through the transparent touch panel 30 (see FIGS. 2 and 4). Thereby, the payout allotted to the selected treasure box is displayed on the upper liquid crystal display 3 as shown in FIG. 20.

[0108] That is to say, by utilizing the scroll bar 122 for rightward and leftward directions and the scroll bar 123 for upward and downward directions, concerning with the treasure boxes arranged in the display sheet 101, it can be realized that the treasure boxes not displayed can be made display and the treasure boxes displayed can be made not display on the lower liquid crystal display 4.

[0109] And in this bonus game, selection of the treasure box on the lower liquid crystal display 4 can be continuously done till the payout allotted to the treasure box selected becomes the “skull mark” (termination of the bonus game), and the player can obtain all payouts displayed on the upper liquid crystal display 3 till then as the payout of the bonus game.

[0110] Here, in the above, although it is described a case that the player touches the touch button area 115 by the finger, the same operation is done even in a case that the player touches any one of the touch button areas 111~114 by the finger. Of course, in such case, the items corresponding to each of the points in the island and concerning therewith are arranged like checkers and displayed, and the player can obtain all payouts displayed on the upper liquid crystal display 3 as the payout of the bonus game, according to selection of the items on the lower liquid crystal display 4.

[0111] In addition to the above, the main process program executed in the slot machine 1 will be described with reference to FIG. 14. FIG. 14 is a flowchart of the main process program. In FIG. 14, at first, in step (abbreviated as “S” hereinafter) 11, start acceptance process in FIG. 15

mentioned later is done. This start acceptance process is the process to accept the switch signal output from the spin switch 58, the 1-BET switch 59, the 3-BET switch 60 or the 5-BET switch 61, based on operation of the SPIN/REPEAT BET button 12, the 1-BET button 11, the 3-BET button or the 5-BET button 14. At the time that the switch signal output from each switch is accepted, the game is started.

[0112] And in S12, the lottery process in FIG. 16 mentioned later is done based on the switch signal output from the spin switch 58, the 1-BET switch 59, the 3-BET switch 60 or the 5-BET switch 61.

[0113] Here, if the trigger symbol is won and the bonus game is triggered, the number of times that the bonus games are continuously executed is determined, and such number of times is selected, for example, among 10 games, 20 games and 30 games by the lottery.

[0114] In S13, the base game process shown in FIG. 17 is done. Thereafter, procedure shifts to S14 and it is determined whether the bonus game is realized or not. Concretely speaking, in the lottery process in S12, if the random number value of the center reel sampled by the random number sampling circuit 56 is “0” (zero), the bonus game is realized (S14: YES), therefore procedure shifts to S15 and the bonus game realization flag stored in the RAM 52 is made ON and, for example, the phrase “BONUS GAME IS REALIZED” is displayed on the upper liquid crystal display 3, thereby display indicating realization of the bonus game is done. And the bonus game process in FIG. 18 is done in S15, thereafter the main process program is finished. On the other hand, if the random number value of the center reel sampled by the random number sampling circuit 56 in the lottery process in S12 lies in a range of 1~127, the bonus game is not realized (S14: NO), therefore the main process program is finished.

[0115] Next, the start acceptance process program done in the slot machine 1 will be with reference to FIG. 15. FIG. 15 is a flowchart showing a start acceptance process program. In S11 of the main process program shown in FIG. 14, the start acceptance process is done. Concretely, at first, in S21 in FIG. 15, it is determined whether a predetermined time (for example, 15 seconds) is elapsed or not. Here, if it is determined that the predetermined time is not elapsed (S21: NO), procedure directly shifts to S23. On the other hand, if it is determined that the predetermined time is elapsed (S21: YES), the demonstration effect process is conducted on the upper liquid crystal display 3 or the lower liquid crystal display 4 in S22, thereafter procedure shifts to S23. And in S23, it is determined whether or not the SPIN/REPEAT BET button 12, the 1-BET button 11, the 3-BET button 13 or the 5-BET button 14 is operated. Here, if it is determined that one of the above buttons such as the 1-BET button 11 and the like is not operated (S23: NO), procedure returns to S21 and the above processes are repeated. On the other hand, if it is determined that one of the above buttons such as the 1-BET button 11 and the like is operated (S23: YES), procedure returns to the main process program in FIG. 14 even while the demonstration effect process is conducted, and procedure shifts to the lottery process in S12.

[0116] Next, the lottery process program conducted in the slot machine 1 will be described with reference to FIG. 16. FIG. 16 is a flowchart showing a lottery process program. In